

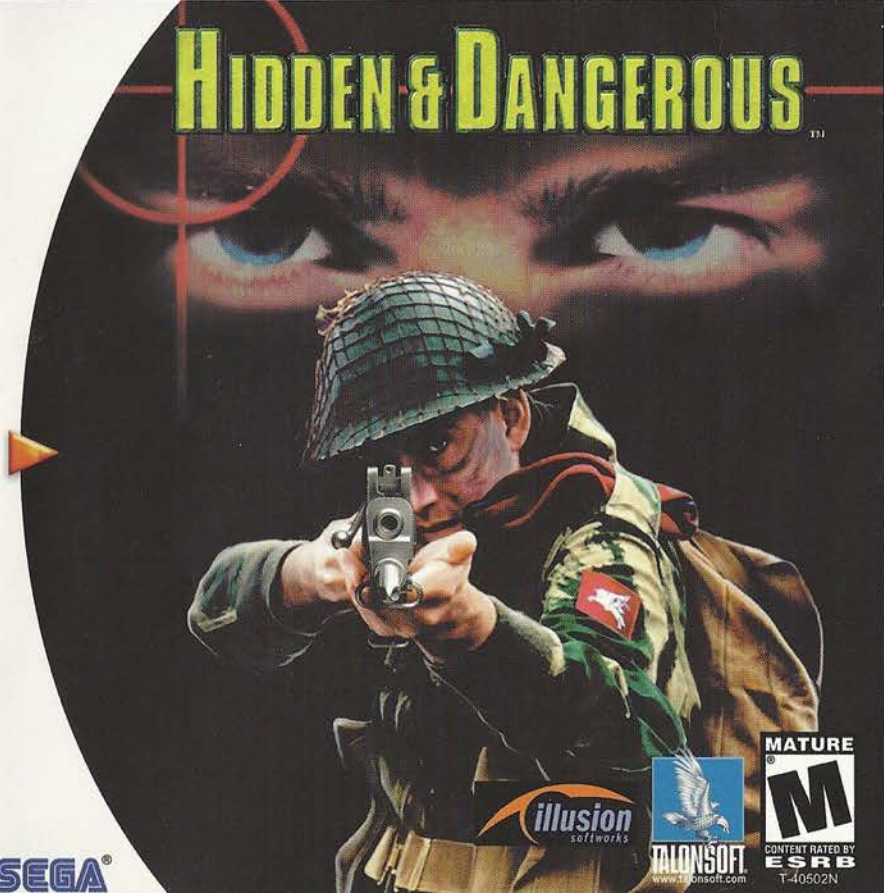
"Hidden & Dangerous could be the best
squad-based shooter for the Dreamcast yet."
-Gamespot



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HIDDEN & DANGEROUS™



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MATURE



CONTENT RATED BY
ESRB
T-40502N

WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing, consult your physician prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING GAME PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.

Do not play if you are tired or have not had much sleep.

Make sure that the room in which you are playing has all the lights on and is well lit.

Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

Before removing disc, be sure it has stopped spinning.

The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.

Do not allow fingerprints or dirt on either side of the disc.

Avoid bending the disc. Do not touch, smudge or scratch its surface.

Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.

Do not write or apply anything to either side of the disc.

Store the disc in its original case and do not expose it to high temperature and humidity.

Do not leave the disc in direct sunlight or near a radiator or other source of heat.

Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video games system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HIDDEN & DANGEROUS

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The Beginnings of the SAS (Special Air Service)

David Stirling, a 24-year-old Scots Guards subaltern, arrived in North Africa in late 1940 as a member of Layforce (8 Commando). At this time Special Forces were viewed as a waste of manpower and material and so upon arrival Layforce was quickly dismantled in all but name only. While practicing parachute jumping, Stirling was injured and spent two months in a hospital. During his stay Stirling devoted his time planning how small raiding forces could be used to attack airfields and logistics bases behind enemy lines.

Upon his release from hospital, Stirling headed for the High Command Headquarters in order to present his idea for raiding forces. Stirling felt that the battalion-sized formations that were being deployed for amphibious raids were too cumbersome for covert operations and that small units would be able to penetrate, by stealth, enemy bases and attack using delayed action explosive charges. Three days later Stirling was back at GHQ, given permission to recruit six officers and 60 men from Layforce and to set up a training camp in the Suez Canal Zone. This independent command was to be called L Detachment Special Air Service Brigade. The title SAS Brigade was chosen in order to convince German intelligence that the 8th Army had an airborne brigade in theater.

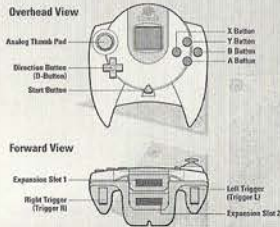
The first mission for L Detachment was to gather intelligence and destroy any German aircraft they came across. Taking place on the nights of November 16-17, 1941, sixty-six men were parachuted in very bad weather into the North African desert. Unable to blow up any planes due to the loss of supply canisters containing the explosive fuses during the jump, Stirling decided to split up into five groups and at least carry out some kind of reconnaissance. Of the sixty-six men who had started on the operation only 22 men returned.

Next, Stirling and his group teamed up with 'A' Squadron of the Long Range Desert Group. Stirling would lead ten men in an attack on the airfield at Sirte, while a second force would go for El Agheila on December 14, 1941 and a third unit would attack Agedabia a week later. Nearing their target Stirling divided his group, sending his second-in-command Paddy Mayne along with ten men on to attack the airfield at Tamet, while he headed for Sirte with the remaining troops. That night Stirling's reconnaissance of Sirte disturbed the Italian occupants of the airfield and soon the Italians were firing in all directions. All Stirling could do was to hide and watch the entertainment. The following day Stirling cursed as he watched the Italians evacuate the airfield. Hoping the others had better luck, Stirling's group headed for the rendezvous point. At Tamet, Mayne and five men proceeded to place bombs in 23 aircraft in 15 minutes. Having no more bombs, Mayne climbed into the 24th aircraft cockpit and ripped out a section of the instruments with his bare hands. It was an episode that would become part of SAS folklore. The attack at El Agheila resulted in the destruction of 30 trucks, with the raid at Agedabia culminating in the destruction of 37 Italian CR42 fighter-bombers.

And thus the SAS were born. By the end of 1941 they had destroyed more than 100 enemy aircraft. By the close of 1942, L Detachment was given full regimental status as 1 SAS Regiment. Volunteers came from 8 Commando, Free French, Poles and Greeks. During operations in North Africa the SAS had destroyed over 400 enemy aircraft and tied up large numbers of troops protecting air bases and lines of communication. The SAS would continue to carry out important covert missions throughout the war wrecking havoc and destruction behind enemy lines.

And now it is your opportunity to enter the world of the SAS: Hidden and very Dangerous

SEGA DREAMCAST CONTROLLER



Before turning the Sega Dreamcast power On, connect the controller into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

1. Ensure your Sega Dreamcast is set up according to its instruction Manual; plug Controller 1 into Control Port A - and a Visual Memory Unit (VMU) if you have one.
2. Ensure the Power Button is OFF before inserting the H&D Disc, label side up, into the Sega Dreamcast.
3. Press the Power Button ON; the Sega Dreamcast logo will appear; when the Title Screen is shown you are ready to play H&D.
4. If the Main Menu of Title Screen doesn't appear; press the Power Button OFF; ensure your Sega Dreamcast is set up correctly and the H&D disc is properly inserted before pressing the Power Button ON again.
5. And remember! Always ensure the Sega Dreamcast Power Button is OFF before inserting or removing the H&D disc while the power is ON. It is also recommended that you don't insert or remove peripherals or Memory Cards once the power is turned on. Make sure you have enough free blocks on your Memory Card once the power is turned ON.

GETTING STARTED

After pressing the START BUTTON on the title screen you will be presented with a list of options. Use up and down on the D Button to select an option, pressing the A Button selects the highlighted option. Depending on the highlighted option, left and right can be used to change the option settings. Pressing the B Button will cancel the currently selected option or take you back to the previous menu.

Start Game

When you start your first new game you will be prompted to create a new 'Player Profile'. If you have a VMU connected that contains a saved Hidden and Dangerous game profile, it will be selectable in this menu.

Options

These let you configure the game settings, audio and game options.

Select Player

Choose this option to load a previously saved player profile or to start a new game by creating a new player. Select the previously saved player to load it or select < create new > to start a new game. Use up and down on the D Button to spell out the name of the player and press the A Button to accept the name.

If you wish to delete an existing player highlight the name and press the X Button to delete it.

GAME OPTIONS

These can also be accessed from the in game Pause menu.

- Draw Aim Line: Used to turn the aiming line from the solders weapons ON or OFF.
- Invert Y Axis: Used to invert the Y Axis on the Analog Direction Key.
- Jump Pack: Used to turn the Jump Pack on or off if connected.

Sound

- Sound Mode: Used to select either Stereo or Mono.
- Music Volume: Used to adjust the volume of the music in game.
- Sound Volume: Used to adjust the sound volume in game.

VMU Functions

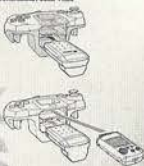
Do not turn off the power to the Sega Dreamcast or disconnect the controller or other peripherals when loading or saving a VMU file to the Memory Card. At game start, the Sega Dreamcast controller w/VMU must also be inserted in order for the game's save operation to work.

A **Hidden & Dangerous** file requires 11 free blocks. Your player profile will be saved to the Memory Card after each mission has been completed. You will be given a warning if the Memory Card does not contain enough free blocks. If you do not have a Memory Card connected and complete a mission, you will be given an access code that you should write down. When you next play **Hidden and Dangerous** you should enter this code as a new player's name and press the START Button, this will return you to your previous position.

Jump Pack Functions

Do not turn on the power to the Sega Dreamcast or disconnect the controller or other peripherals when inserting the Jump Pack. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen. You can turn the Jump pack on or off from within the game options menu.

SEGA DREAMCAST JUMP PACK™



Default Controls Using a Controller

Picture Menu Navigation Controls

D Button UP / DOWN LEFT / RIGHT	Menu Navigation to Highlight Options and Icons
A Button (sliding option switches)	Accept Highlighted Option
B Button	Returns to the previous menu
X Button (with weapons highlighted)	Adds or removes ammo from a weapon when the weapon is highlighted, depending on whether at least one weapon of that type has already been selected
X Button (with soldier icons highlighted during team setup)	Displays soldier information
START Button	This proceeds to the next menu or Accepts Auto Select if OK is not an option

In Game Controls

The L Trigger is used as toggle switch in combination with other Buttons.

Y Button	Walk Forwards
A Button	Walk Backwards
B Button	Strafe Right
X Button	Strafe Left
L Trigger + Y Button	Jump
L Trigger + START Button	Toggle Run Mode
D Button UP / DOWN	Change Soldiers Stance
Analog Thumb Pad	Freelook
L Trigger + Analog Thumb Pad	Fast Freelook
D Button LEFT / RIGHT	Change Camera
L Trigger + D Button LEFT / RIGHT	Toggle Between Soldiers
R Trigger	Fire
L Trigger + R Trigger	Reload
L Trigger + D Button UP	In Game Real Time Commands
L Trigger + X Button	Clear command
L Trigger + B Button	Inventory (A Button to accept selected item)
L Trigger + A Button	Use (interact with the environment)
L Trigger + D Button DOWN	Mini briefing
START Button	Pause menu

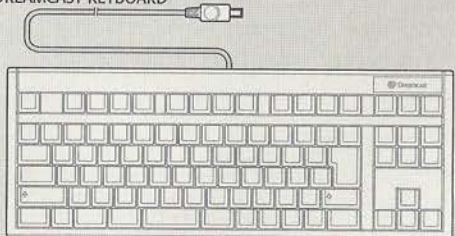
Specific Item and Object Controls

L Trigger + Analog Thumb Pad UP	Sniper Rifle / Binoculars Zoom In
L Trigger + Analog Thumb Pad DOWN	Sniper Rifle / Binoculars Zoom Out
D Button UP / DOWN (After pressing Fire)	Set Explosive's Timer
A Button - Hold 3 seconds	Drop Item

Vehicles

X Button	Turn left (Driver / Gunner)
B Button	Turn Right (Driver / Gunner)
Y Button	Forward (Driver / Gunner)
A Button	Backwards (Driver / Gunner)
Analog Thumb Pad	Aiming the vehicles main gun
R Trigger	Fire Main Weapon

SEGA DREAMCAST KEYBOARD

**CONTROLS USING A SEGA DREAMCAST KEYBOARD****Navigating the menus**

Enter	Accept highlighted Option
Escape	Returns to the previous menu
Cursor Keys	To navigate and scroll menu options up, down, left or right

In Game Controls

TAB, Shift + TAB	Select soldier
1, 2, 3, 4	Direct soldier selection
Cursor LEFT	Strafe left
Cursor RIGHT	Strafe right
Cursor UP	Move
Cursor DOWN	Move back
Alt + cursor UP	Silent move
Ctrl	Fire / prepare weapon / throw grenade
Shift+Ctrl	Low grenade throw
R	Reload magazine
X	Jump
A	Turn left
D	Turn right
W,S	Change standing pose
U	Use gun, vehicle, light, climb ladder, Get item, Get inventory from dead soldiers
SPACE	Map mode
Shift	Initiate Run Mode

Real Time Commands:

Home	Follow me!
End	Stop!
Page Up	Move on!
Insert	Hey! (move out of the way, or Signal)
Page Down	Hold fire!
Delete	Delete one command on active soldier

Inventory:

[,]	Select inventory item
ENTER	Use item / free hands,
ENTER hold 3 sec	Drop Item
F5	Select Firearm
F6	Select Grenade
F7	Select Anti Tank Weapon
F8	Select Binoculars

Specific Item and Object Controls:

Cursor UP / DOWN	Set Explosives Timer
ENTER	Accept Time
ESC	Cancel time setting

Vehicles:

Cursor Up	Accelerate
Cursor Down	Decelerate
Cursor Left	Turn Left
Cursor Right	Turn Right

NOTE: If utilizing a controller and keyboard the controller must be inserted into Port A, and the keyboard must be inserted into Port B.

MENU SCREENS

Campaign Selection

When starting a new game, only the first Campaign can be selected. Press the A Button to select the Campaign. As each Campaign becomes accessible an intro movie to the Campaign can be viewed by selecting Play Intro after selecting a Campaign.



Mission Selection

This menu functions in a similar way to the Campaign Selection menu. If you want to check the statistics and equipment you have remaining after completing a mission, select the appropriate mission and select the Mission Status option.



Selecting Your Team

When playing the first mission of a Campaign, you will have to choose the soldiers that will make up your team. You can select up to eight (there are 40 to choose from in total), although you may choose less if you wish. The highlighted soldier's statistics will be displayed to allow you to compare different soldiers abilities. Press the A Button to select the soldier. To delete a selected soldier, highlight his image at the top of the screen and press the A Button. If you do not wish to select the soldiers yourself, select the auto set-up option and eight randomly chosen soldiers will be selected for you.



Soldier Skills

It is wise to try to balance the skills of the soldiers in your eight man team, but it is also important to bear in mind that the missions get harder later on in the game so try to save the best soldiers for later Campaigns. If a soldier is killed in action he is lost forever.

SHOOTING Provides information about the soldiers accuracy when shooting. A 100% value means the soldier always hits his target.

REACTION Provides information about the speed of the soldier's reactions to enemies and enemy fire.

STEALTH Provides information about the soldier's stealth, the higher the stealth value, the better the soldier is at moving undetected.

STRENGTH Provides information about the soldier's strength, the higher the value, the more he can carry.

ENDURANCE Provides information on the soldier's ability to withstand damage from enemy fire.

Equipment Selection

When playing the first mission of a Campaign, you will have to choose the weapons and equipment that the soldiers will have available to them to use for ALL of the missions in the selected Campaign. As you progress through the game, you will be able to capture weapons from the enemy. When an item or weapon is added, the number of items or weapons and amount of ammo where applicable will be displayed underneath the corresponding picture.



NOTE: Refer to the appendix for information on weapons and equipment.

To select an item, highlight it in the left-hand window and press the A Button, if it is a weapon that uses ammo, press the X Button to add more ammunition. To remove items, highlight it in the main right hand window and press the A Button, to remove ammo, press the X Button.

The percentage bar shows the total load the soldiers are carrying. If you do not wish to select the weapons and equipment yourself, select the auto set-up option and these will be selected for you.

NOTE: It is necessary to have some specific equipment to complete some of the campaigns. It is always wise to use the auto set-up option and then modify the equipment as you wish.

TEAM SETUP

Briefings

When you choose the soldiers who will take part in the mission, you have the option to view a briefing which presents information and the objectives for the mission while flying over a 3D map of the mission area. The important points are marked in red.



Select the BRIEFING option at the bottom of the screen to view the briefing.

The briefings should be followed closely, as the instructions given for the mission will indicate the strategies that could be used and also what weapons are required. If tanks are indicated then ensure you equip weapons that can be used against them.

Setting Up Your Team

For each mission you will have to choose four soldiers and their equipment. If you lose any soldier during the course of a mission you cannot reinforce your team with another until you have completed the campaign. Any weapons or equipment left on the battlefield are also lost, but if you capture any enemy weapons they can be used in later missions.



To equip your soldiers, select a soldier and any equipment that is currently being carried will be displayed on the right hand side of the screen. As in the Equipment Selection Menu (see above) you can add and remove the equipment that the soldier is carrying.

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The percentage bar shows the amount of load the individual soldier is carrying. If you do not wish to select the weapons and equipment yourself, select auto set-up and these will be selected for you.

Debriefing

After completing or failing the objectives of a mission, the result will be displayed along with the amount of ammo used and your losses. If the mission was a success you will be able to choose the next mission. If the mission was the last in a Campaign you will be able to progress to the next Campaign.

NOTE: If you have completed a mission with only one surviving soldier, it may well be worth replaying the mission.

IN GAME ACTION



On Screen Information

The icons on screen display your soldier's current orientation via a compass in the top left corner. The icons at the bottom of the screen show your soldier's face, his health, represented by the colored bar to the right of his face and his current orders / status to the right of his face. When selected, the inventory is displayed to the left of the compass and the current amount of ammo or number of items you have is displayed under the compass.

Camera Options



There are two views to choose from when playing the game, 1st Person and 3rd Person. The first person view allows accurate aiming and shooting as you are viewing the action through the sight of the weapon the soldier is carrying.

The third person view is better for following the selected soldier while you are navigating obstacles and terrain, this can be viewed from either near or far.

USING YOUR SOLDIERS IN THE FIELD

Controlling Your Soldiers:

You can take up to four soldiers into each mission but you can only directly control one at a time. You can switch between soldiers by holding down the L Trigger and pressing left or right on the D Button. Soldiers not

HIDDEN & DANGEROUS

being controlled will carry out orders that were issued on the map (see below), or in real time. Soldiers that have not been given orders will automatically defend themselves if attacked.

Real Time Commands:

You can use your currently selected soldier to issue commands to the other soldiers in your team without going to the Map. Press the L Trigger and UP on the D Button to display the command menu and select the command you wish to give to the soldiers. The active soldier will call out the command in a forward direction and all soldiers within 15 meters will hear him.

The commands are:

- "Follow Me!"** The soldiers will run in the same direction as you while covering each other.
- "Stop!"** The soldiers will stop moving and survey the surrounding area.
- "Move On!"** The soldiers will advance ahead of you.
- "Hey!"** Alerts a soldier to move out of the way if he is in your line of fire.
- "Hold Fire!"** The soldiers will hold their fire until you open fire.

The **"Follow Me!"** command has a number of other uses. When getting into a vehicle, use the command and the other soldiers will get into the vehicle taking up all of the vacant places. In some missions you will have to lead and escort different characters, as you can not control these characters using the **"Follow Me!"** command.

NOTE: In all of the missions you may encounter objects that can be used to your teams advantage.

Fixed Weapons

These are usually found installed in Guard Towers and on Vehicles. If they are loaded with ammunition you will be able to use them. To use these weapons, move your soldier behind them and press the L Trigger and the A Button you will then be able to direct and fire the weapon.

Vehicles

To use a vehicle, move a soldier next to the driver's seat and press the L Trigger and the A Button (to drive a vehicle you will first have to put a weapon away if you are carrying one). If there is room, you can also move the rest of your team into the vehicle. Be aware that vehicles will take damage from enemy weapons and collisions and they consume different amounts of fuel. You will still be able to switch between soldiers in a vehicle to shoot at enemies. Even though you are not switched to the driver you will still be able to control the vehicle.

Reclaiming Weapons From Fallen Soldiers

You can capture weapons and equipment from dead enemy soldiers and salvage weapons from your own soldiers if they have been killed. Stand over the dead soldier's backpack and press the L Trigger and the A Button to display his inventory, select an object and press the A Button to take the object. If your soldier is already carrying too much he will be unable to pick up the object.

IN GAME MAP

If you want to have more control over the actions of your soldiers it is possible to program complex commands on the map. Press Pause and then select the map option to access the map screen. The game is paused when you access the map.

Viewing the Map

Use the commands below to manipulate the view of the map.



Using A Controller

Analog Thumb Pad	Move Pointer
A Button	Select
B Button	Cancel
X Button	Delete Order
L Trigger + Analog Thumb Pad	Move map
L Trigger + A Button + Analog Thumb Pad Left / Right	Rotate map
L Trigger + A Button + Analog Thumb Pad Up / Down	Zoom map
START Button	Exit Map

Using A Keyboard

Space	Open / Close Map
Esc	Cancel
Delete Order	Del

1. Quits the map mode and returns you to the game.
2. Rotates the map.
3. Zooms in and out of the map.
4. Allows you to scroll around the map.
5. When there are multi-story buildings in the environment, this switches between the floors.

Map Information

Civilians, allied soldiers and enemy soldiers are represented by symbols on the in-game map. Enemy soldiers are only represented if they are visible in game.

You can switch to any of your soldiers by clicking on the image representing the soldier. When you do, the map will rotate to face the same way the soldier is facing.

Use the compass in conjunction with the map for accurate orientation before returning to the game.

The map also indicates the position of all hardware and stationary weapons in the environment.

Programming Your Soldiers on the Map

The main function of the map is to enable you to issue time delayed orders to your soldiers. Using the icons and the time bar on screen does this. After you have issued an order to a soldier, an assessment of the time required is made and the icon is placed on the time bar. Orders can be removed after they have been issued. When you have issued all of your orders, leave the map mode and the soldiers will immediately start to carry out the orders.



If you take control of a soldier while he is carrying out your orders, the orders are suspended until you stop controlling him and switch to another soldier.

The Map Commands

Move:



After selecting this icon you must select a position for the soldier to move to. A line will be drawn to indicate the route he will take. You can issue several Move commands to direct the soldier to a desired location. When moving, a soldier will be constantly aware of his surroundings. If he is ambushed, or spots the enemy he will take the necessary action.

Follow:



After selecting this icon, you will need to assign the soldier to follow another soldier in your team. You can click on the soldier that is to be followed or on the soldier's icon at the bottom of the map. This should be used when you want a soldier to follow the route taken by another soldier.

Use:



After selecting this icon you must indicate which object you want him to use. If you select a fixed machine gun and then click GUARD, he will use this to fire at any enemy that comes within range.

**Use Inventory:**

Instructs the soldier to use an object from his inventory. He can exchange weapons, lay mines or set explosives.

**Attack:**

If enemies are visible on the map, you can order your soldiers to attack them.

**Guard:**

The soldier will hold his position, keeping watch in the direction indicated. As soon as an enemy comes within range he will attack them.

**Wait Signal:**

If you want to co-ordinate an attack by your soldiers, use the WAIT SIGNAL. As soon as a soldier hears this command while carrying out an order, he halts and waits. The soldiers signal to continue can be a real time command such as "Hey!" or a shot from another soldiers gun. If a soldier is attacked while waiting for a signal he will defend himself.

**Stand:**

The soldier will stand up.

**Kneel:**

The soldier will kneel down.

**Lay:**

The soldier will lie down.

CONCLUDING A MISSION

A mission ends when you have completed all of the mission goals, failed to carry out one of the mission goals or if all your men are killed.

You will then have to replay the mission with your remaining soldiers.

APPENDIX**EQUIPMENT:****Key:**

In several missions you will come across locked doors. Find the key to unlock them.

**Flare Gun** (Mass 1 kg):

Used primarily for lighting terrain at night. Can also be used for signalling. This will illuminate the surrounding area to make spotting the enemy easier, however it will also illuminate your position.

**Military Binoculars** (Magnifying power: 4x / Mass: 0.25 kg):

Suitable for medium distance surveillance of the enemy. If the visibility is good, the enemy can spot you from a distance of 300m, use the binoculars to survey the terrain ahead.

**Camera** (Mass: 0.5 kg):

A special medium sized camera for use in espionage. SOE (Special Operations Executive) soldiers standard issue camera.

**Radio Transmitter** (Mass: 2 kg):

System for radio homing. After activating the transmitter, it starts transmitting a signal that is used as a target for artillery. They can be placed near coastal targets for the Navy to use for artillery attacks. Alternatively they can be used as bombing beacons for the Air Force to locate enemy installations. Given that a target will be completely destroyed, the soldier must make use of the timing mechanism in order to escape to a safe distance.

**Coding and Decoding Equipment:**

Without the key to the code the equipment is quite useless.

Uniforms

These can be used to disguise your soldiers as Civilians or enemy soldiers to move behind enemy lines. Remember that the weapons used (or not used) by your soldiers are part of a disguise as well.

**Camouflage Uniform** (Mass: 2 kg):

Used for combat operations in the Arctic or extreme winter conditions.

**Standard British SAS uniform** (Mass: 2 kg)**Civilian clothes** (Mass: 2 kg):

It is possible to use civilian disguises to move unnoticed through enemy territory.

**Standard German Uniform** (Mass: 2 kg)**WEAPONS:****Combat Knife** (Mass: 0.3 kg):


Combat knife used by Commando units and SAS.


**Colt 1911** (Calibre: .45 / Effective Range: 40m / Magazine: 8 cartridges / Mass: 1.2 kg):


Pistols are best kept as reserve weapons. They can not be used if the soldier is running. The soldier must stand still and press fire to draw the weapon before it can be used. To guarantee a kill, aim for the enemy's head.


MACHINE GUNS:

This is the most effective weapon to use when outnumbered and under heavy fire as it can take down enemy troops hundreds of meters away. The biggest disadvantage is that they can only be used when lying down and they consume a lot of ammunition. As the soldier using the machine gun is vulnerable due to not being able to react quickly, a second soldier should be assigned to cover him.

 **Bren Gun** (Calibre: 7.62 / Effective range: 600m / Magazine: 30 cartridges / Mass: 8 kg):
Light machinegun. Modified type ZB 26.


 **Browning** (Calibre: 0.30 / Effective range: 1500m / Magazine: ammunition belt / Mass: 14 kg):
Light machine gun used by the British Army.


 **MG 34** (Calibre: 7.92 / Effective range: 600m / Magazine: 30 cartridges / Mass: 8.5 kg):
Standard German light machine-gun.


 **ZB 26** (Calibre: 7.62 / Effective range: 600m / Magazine: 30 cartridges / Mass: 9 kg):
Czechoslovakian light machine-gun.

SUB-MACHINE GUNS:

These are good all round basic weapons for use in the field and interiors. They cannot shoot just one round, therefore they are best fired at a group of enemies. As they fire a burst of shots, make sure the magazine is full before engaging the enemy.


 **Sten Gun** (Calibre: 9mm / Effective range: 160m / Magazine: 32 cartridges / Mass: 3.7 kg):
Submachine gun used by the British Army.

 **MP 40** (Calibre: 9mm / Effective range: 150m / Magazine: 32 cartridges / Mass: 4.70 kg):
Submachine gun used by enemy paratroopers.

 **MP 44** (Calibre: 7.92 / Effective range: 700m / Magazine: 35 cartridges / Mass: 4.3 kg):
German Assault Rifle designed to be used by paratroopers.


RIFLES:


As it fires single rounds accuracy is extremely important.

 **Johnson M41** (Calibre: 0.30 / Effective range: 400m / Magazine: 5 cartridges / Mass: 4.75 kg):
Standard American Army rifle.

SNIPER RIFLES:


The Sniper Rifle is perhaps the most important weapon available to your team of soldiers, especially if a soldier who has a high Shooting ability uses one. When the soldier is not moving, a telescopic sight is displayed in the first person mode that can be zoomed in to target an enemy hundreds of meters away.


 **Lee Enfield MK. 4** (Calibre: 0.303 / Effective range: 800m / Magazine: 5 cartridges / Mass: 4.2 kg):
One of the best sniper rifle ever.

 **K 98** (Calibre: 7.92mm / Effective range: 1500m / Magazine: 5 cartridges / Mass: 5 kg):
Rifle used by enemy snipers.

BAZOOKAS:

These extremely powerful area effect weapons are the only hand held weapon that can destroy enemy hardware such as tanks. The disadvantages are that they are extremely heavy and must be aimed accurately. To use the weapon, press fire to bring up the sight, aim and press fire to launch the rocket. If the soldier moves before firing, you will need to ready the weapon again. When shooting at moving targets, estimate the speed and angle of the target and aim slightly ahead of it.

 **Panzerfaust** (Mass: 8 kg):
Enemy anti tank rocket launcher, based on a rocket with a chemical warhead.

 **M1A1** (Mass: 13 kg):
An American reusable anti tank weapon.

HAND GRENADES:


There are two types of Hand Grenade; the timed grenade and those that explode on contact. The timed grenade is useful for interior combat as it can be rebounded off of walls to clear rooms, although be aware as enemy soldiers may survive by seeking cover. The contact grenade is best used in the field where you know the location of the enemy. Hold down the fire Button to determine the strength at which a grenade is thrown.


 **Enemy Hand Grenade** (Mass: 1 kg):
Also known by soldiers as a 'potato masher'.

 **British Hand Grenade** (Mass: 0.7 kg):
Mills' grenade dating back to the Twenties.

MINES:

Mines are extremely effective when used in large numbers, but the strategic placement of mines on routes used by troop movements is far more effective. Be aware that once a mine is laid and the safety catch has been released, it poses an equal danger to you as it does the enemy.

 **Anti-Tank Mine** (Mass: 11 kg):
Used mainly against armored vehicles. The explosion is concentrated to penetrate armor.

 **Anti-Infantry Mine** (Mass: 6 kg):
Used for the elimination of infantry. A powerful dispersed explosion.

EXPLOSIVES:

The use of these is essential for the completion of a number of missions. They are extremely powerful when used, but be aware that they may set off other explosions in the surrounding area. Once an explosive charge has been laid, use the **A Button** to set the timer and move to a safe distance.

**TNT Based Explosive or Plastic Based Explosive (Mass 1.5 kg):**

Explosive charges that are equipped with timed detonator.

VEHICLES:

WV 82 Kubelwagen (Engine: 24hp/3,000rpm, 4-cyl, 985cc / Weight: 725 kg / Maximum speed: 80 km/h / 4 seats, 3 areas to fire from):
4x2 jeep.



SDKFZ. 251 (Engine: 120hp/2,000rpm, 8-cyl, 11,752cc / Weight: 9,000 kg / Maximum speed: 60 km/h / 2 seats, 1 area to fire from, 1 standing area - fixed machine gun):
Semi-caterpillar, armored transport.



Opel Admiral (Engine: 75hp/3,200rpm, 6-cyl 4-stroke OHV, 3,626cc / Weight: 1,540 kg / Maximum speed: 132 km/h / 4 seats):
4x2, 4-door limousine. Cannot fire from this car.



Opel Blitz 3,6-36S (Engine: 68hp/2,800rpm, 6-cyl, 3,626cc / Weight: 2,500kg / Maximum speed: 85 km/h / 2 seats in the cabin):
4x2 3300 kg truck. Cannot fire from inside the cabin. Two standing areas in the back to fire from.



Mercedes (Engine: 60hp/2,800rpm, 6-cyl, 3,600cc / Weight: 2,700kg / Maximum speed: 75 km/h / 2 seats inside the cabin):
4x2 3500 kg truck. Cannot fire from inside the cabin. Two seats in the back to fire from.



BMW-R75 (Engine: side-valve 26hp/4,400rpm, 2-cyl OHV, 745cc, 4-stroke / Weight: 410 kg (with sidecar) / Maximum speed: 92 km/h / 1 drivers seat):
Sidecar motorcycle. Cannot fire while driving. One seat to fire from. One seat - fixed machine gun.



Panzerkampfwagen IV (Engine: 300hp, Maybach HL 120 PRM / Weight: 20,000 kg / Maximum speed: 42 Km/h):
Supporting infantry tank. One drivers seat. One seat - gunner.



Panzerkampfwagen VI Tiger - SDKFZ 181 (Engine: 694hp, Maybach HL 230 P45 / Weight: 56,900 kg / Maximum speed: 37 Km/h):
Heavy war tank. One drivers seat. One seat - gunner.



Gunboat (Weight: 3,500 kg / Maximum speed: 15 km / 1 pilots seat):
A modified river boat. Two standing areas to fire from. One standing area - fixed machine gun.



Avro Lancaster (Engines: 4 Rolls-Royce Merlin XXIV, 12 cylinders. V block, liquid-cooled engines 1,620 hp each / Maximum range: 4,070 km / Maximum speed: Fully loaded - 462 km/h): Heavy bomber. Two standing areas, possible to fire from. One seat - rear turret, impossible to fire from. One seat - upper turret - fixed machine gun.

HINTS & TIPS

- Remember that your team for each Campaign consists of only eight soldiers.
- Give a sub-machine gun to each member of the team, as it is the most useful all round weapon.
- Be prepared to lose a number of weapons and equipment on the battlefield when preparing for a Campaign.
- Make sure you always have sufficient amounts of ammunition.
- If a member of your team is killed, reclaim his weapons and equipment.
- Always salvage any enemy weapons and equipment when possible.
- Look out for boxes and crates that may contain grenades, equipment or weapons to collect.
- If you are unable to pick up an object, it means that your soldier is carrying too much and will have to discard something in order to pick up the object.
- Remember that you are controlling a team and that an individual may need support from another team member.
- When engaging enemies in locations with fixed weapons, make use of them to save ammunition.
- You can capture vehicles if you eliminate the crew without damaging the vehicle.
- Vehicles can also be used as barricades as well as a means of transport.
- Avoid shooting recklessly as you may hit a civilian whom has important information to pass on to you.
- Use the map to locate enemy soldiers if you are under fire.

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